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polsys

A SIMULATION OF A POLITICAL SYSTEM

TEACHER'S GUIDE

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HUNTINGTON TWO COMPUTER PROJECT

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POLSYS

TEACHER MATERIAL

Subject Area:	Government
Topic:	Public policy-making
Grade Level:	7 - 12
Computer Language:	BASIC
Abstract:	In this simulation, you will be duplicating the processes which individuals and groups undergo when they attempt to influence City Hall. To most of us, local government is a strange institution whose processes are difficult to understand. Often, quite unexpectedly, new policies are announced which change our lives, alter our relationships, and even threaten our existence. This exercise is an attempt to identify the processes of the political system which we call democratic government.

TEACHER INSTRUCTIONS

How the Game is Played

The Student Instructions describe in step-by-step detail how the game is played. Here we shall explain a few areas that are of particular concern to the teacher. Clearly the greatest educational value will come from the class discussion periods. The computer simulation is designed to dramatize and to focus these discussions. If at any point it appears that more is to be gained by moving in a direction different from the one suggested, you should, of course, follow your own good judgement.

Role Assignments

Role assignments can be made in a variety of ways. We do suggest, however, that the total resource units of each side should not be too different, and that students should definitely play their roles throughout the simulation. (A listing of roles can be found in the Resource Materials.)

Issue Orientation

Winning or losing the game is dependent upon using the most appropriate strategy which is, in turn, based upon issue orientation. The police review board issue is, we feel, publicity-oriented (#1) in the first round and support-oriented (#2) in the remaining rounds. By this we mean that the nature of the proposal is such that it will take publicity to get the City Council to agree to consider it. To pass it, however, will require widespread community support.

Issue orientation is entirely under the control of the teacher. If after any of the class discussion periods you feel that the issue orientation should be different for that round, merely type in a different number (1 for publicity, 2 for support, or 3 for knowledge) and the computer will react accordingly. Obviously, the students should not be told the issue orientation until the simulation is completed. However, a good deal of discussion should be on this question of how citizens influence their government and how the nature of the issue affects their approach.

Resource Units

For the first round these are the total resource units of all students on a side. For the second and third rounds they are the unused units remaining at the end of the previous round. If a fourth round is necessary, the units will be the same as at the beginning of the third round.

Conversion of Units

Clearly, one type of resource unit is related to another. Support may be turned into publicity, as in the case of a demonstration; knowledge, in the form of leaflets being distributed on a street corner, may generate support; a press conference to publicize an issue may bring new knowledge to the viewers, and so on. Because of the relationships between different types of resource units, we have introduced the following conversion relationship:

1 KU = 5 SU = 10 PBU

Therefore, units from different categories are not equivalent, and resources from different categories must be converted into comparable units before being put into the computer; to facilitate this, we have listed the conversion factors for each category on the Group Strategy Sheets. It is the CONVERTED NUMBER of resource units from each category that you enter into the computer, not the original number of resource units. (See Sample Group Strategy Sheets.)

NOTE: The conversion relationship we are using was adopted after much consideration, but it constitutes only one of many possible alternatives. You may prefer to use a different relationship.

Winning Strategy

Clearly, there are nine catagories in which each team can use its resource units against the opposition team. Of these nine, for any given issue orientation, five are significant. A publicity-oriented issue would be concerned with the five catagories in which either team uses publicity resource units as shown below:

		TEAM 2		
		PBU	SU	KU
TEAM 1	PBU	X	X	X
	SU	X		
	KU	X		

A support-oriented issue would be concerned with the five categories in which either team uses support resource units:

TEAM 2

		PBU	SU	KU
	PBU		X	
TEAM 1	SU	X	X	X
	KU		X	

And a knowledge-oriented issue would involve the five categories in which either team could use knowledge resources:

TEAM 2

		PBU	SU	KU
	PBU			X
TEAM 1	SU			X
	KU	X	X	X

If a round is publicity-oriented, team 1's publicity units used in its PBU X PBU, PBU X SU, and PBU X KU categories are used against team 2's publicity units in its PBU X PBU category, team 2's support units in its SU X PBU category, and team 2's knowledge units in its KU X PBU category, respectively. The computer is programmed to convert resources to the same units and to compare them in each of the five significant catagories. On the basis of these comparisons the computer (the City Council) will output a decision for each round.

As you will see, the burden of winning a round falls upon the Pro Side (Team 1). In Round 1 the Pro Side must win in at least one of the five significant categories, or the City Council (the computer) will not accept the proposal for consideration and the round will have to be replayed. In rounds 2 and 3 the Pro Side must win in more of the significant categories than the Con Side to obtain a favorable decision from the City Council; if there is a tie, the printout will indicate that the Con Side has won that round.

We feel that this is a realistic representation of social and political inertia. It requires considerably more effort to change public policy than to preserve the status quo.

The Use of the Computer

Some day, hopefully in the not-too-distant future, every high school classroom will have a computer terminal continually available to teachers to expand and enrich class activities. Clearly, this is not the case today. In fact, we know of no social studies classroom so equipped. In designing POLSYS we have taken this condition into account. The suggested procedure for playing the game is organized so that the computer need be used only between periods. For instance, the student teams in a first-period class hand in their official Group Strategy Sheets at the end of the period. You then have the rest of the day to enter the data into the computer and get the printout. (Or have someone else do this for you.) The results are then presented to the class at the beginning of the period the next day. If, however, it becomes possible to have a terminal available during the class period, you will probably want to alter the suggested procedure that we have described above.

Group Strategy Sheets

The students may need some assistance in filling out the Group Strategy Sheets, especially for the first round. If you will look at the copies below, we'll explain how they should be used. (You may want to give some practice copies out to your students, to let them experiment and jot down ideas.) Before giving the official Group Strategy Sheet to each team, you should circle the number of the round and the team designation, PRO or CON. Resource units at the beginning of the round should be filled in.

The teams must decide how many resource units they want to use this first round to influence the City Council. The publicity resource units are divided into those that are to be used against the other team's publicity--television commercial against newspaper ads; those that are to be used against the other team's support units--newspaper editorials to convert the opposition; those that are to be used against the other team's knowledge units--such as a newspaper campaign to discredit the opinions of an authority in the field. For each of these three catagories in which a team wants to use publicity resource units it must give a brief but realistic illustration on the Group Strategy Sheet. If the team fails to do so or gives an inadequate example, you should disallow the resource units and not enter them into the computer.

Since our purpose is to get the students to think creatively about influencing local government, we recommend restraint in disallowing examples.

GROUP STRATEGY SHEET

ROUND: [✓ 1] 2 3 4 (CIRCLE ONE)
PROPOSAL: POLICE REVIEW BOARD
TEAM: [✓ PRO] CON (CIRCLE ONE)

TOTAL RESOURCE UNITS: (AT BEGINNING OF THIS ROUND) PUBLICITY 920, SUPPORT 465, KNOWLEDGE 72, QUALITY POINTS 0

(Teams should be prepared to give a full explanation of each of these examples.)

			COMPUTER INPUTS	EXAMPLES OF RESOURCE USE
PUBLICITY FOR ROUND 100				
PUBLICITY X PUBLICITY	20	* 1	20	Newspaper and TV campaign for a review board
X SUPPORT	50	* .2	10	Leaflet campaign to join citizen's march on city hall
X KNOWLEDGE	30	* .1	3	Panel interview with university professors on T.V.
SUPPORT FOR ROUND 155				
SUPPORT X PUBLICITY	0	*5	0	
X SUPPORT	80	* 1	80	Demonstration at City hall - Confrontation with police
X KNOWLEDGE	75	* .5	37.5	Door-to-door campaign explaining issue
KNOWLEDGE FOR ROUND 15				
KNOWLEDGE X PUBLICITY	0	* 10	0	
X SUPPORT	5	* 2	10	Surprise photos of police brutality presented at community meeting
X KNOWLEDGE	10	* 1	10	Success of other boards and crime statistic reductions noted at public meeting

EXPLAIN STRATEGY:

Attack Con's support + knowledge. Purpose is to reduce support and discredit information and statistics

TOTAL RESOURCE UNITS AT THE END OF THIS ROUND: PUBLICITY 820, SUPPORT 310, KNOWLEDGE 57.

QUALITY POINTS -490

GROUP STRATEGY SHEET

ROUND: [✓ 1] 2 3 4 (CIRCLE ONE)
PROPOSAL: POLICE REVIEW BOARD
TEAM: PRO [✓ CON] (CIRCLE ONE)

TOTAL RESOURCE UNITS: (AT BEGINNING OF THIS ROUND) PUBLICITY 870, SUPPORT 520, KNOWLEDGE 84, QUALITY POINTS 0

(Teams should be prepared to give a full explanation of each of these examples.)

			COMPUTER INPUTS	EXAMPLES OF RESOURCE USE
PUBLICITY FOR ROUND 140				
PUBLICITY X PUBLICITY	90	* 1	90	TV Special on Crime in streets
X SUPPORT	50	* .2	10	P.A. ad for rally
X KNOWLEDGE	50	* .1	5	TV interview with police chief - information about crime
SUPPORT FOR ROUND 120				
SUPPORT X PUBLICITY	60	*5	300	Rally with newspaper and TV coverage
X SUPPORT	40	* 1	40	Petition for more police protection passed to 2000 people
X KNOWLEDGE	20	* .5	10	Telephone campaign by police to 500 educators
KNOWLEDGE FOR ROUND 31				
KNOWLEDGE X PUBLICITY	10	* 10	100	Crime rates advertised in P.A. newspaper ads
X SUPPORT	16	* 2	32	Record of attacks on police
X KNOWLEDGE	5	* 1	5	Failure of other police review boards

EXPLAIN STRATEGY:

Must use resources in every area to prevent this proposal from coming before City Council

TOTAL RESOURCE UNITS AT THE END OF THIS ROUND: PUBLICITY 680, SUPPORT 400, KNOWLEDGE 53.

QUALITY POINTS -490

The examples given on the copy above are little more than suggestions of actions that might be taken; this is really all that should be expected of the students. We want to encourage the discussion and understanding that precede the writing down of examples of resource use, not skill in writing brief examples.

In the above copy, the Pro Team has decided to use 100 of its 920 units in this round and distribute 20 against the opposition's publicity, 50 against its support, and 30 against its knowledge. As you can see the 50 publicity units used against (X) the opposition's support units are converted to 10 comparable units by multiplying (*) by two tenths (.2) and the 30 units used against (X) the knowledge units are converted by multiplying by one tenth (.1). It is these converted numbers (20, 10, and 3) that are inputted into the computer. The same procedure is followed for the support and knowledge units.

Sample Runs

We have included two sample runs to illustrate the computer procedure. Round 1 of Run 1 was played using the Group Strategy sheets on page 7. The issue orientation for Run 1 is the one we have suggested in the case of the police review board: Publicity (#1) for Round 1 and support (#2) for the remaining rounds. Run 2 has an issue orientation of knowledge (#3) throughout. Both runs have been annotated with explanations wherever we felt questions might arise.

RUN 1

```
ENTER ISSUE NUMBER ? 1
ENTER ROUND? 1
```

Issue Orientation-The issue number for the appropriate orientation must be entered each round. In this run, the issue orientation for Round 1 is publicity (#1).

```
TEAM 1 (PRO)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 920,465,72
```

This is the way that total resources must be entered at the beginning of the first round, and in subsequent rounds if play has been discontinued.

```
TEAM 2 (CON)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 870,520,84


TEAM 1 (PRO)
REMAINING RESOURCES (PBU,SU,KU)
 920   465   72

 PBU RES. TO BE USED? 100

 PBU   X   PBU ? 20
 PBU   X   SU ? 10
 PBU   X   KU ? 3

 SU RES. TO BE USED? 155

 SU   X   PBU ? 0
 SU   X   SU ? 80
 SU   X   KU ? 37.5

 KU RES. TO BE USED? 15

 KU   X   PBU ? 0
 KU   X   SU ? 10
 KU   X   KU ? 10
```

Here you enter the publicity units that Team 1 has chosen to use in the first round. Remember that for each subcat gory (PBU X SU, etc.) you use the converted units (20, 10, 3).

```
TEAM 2 (CON)
REMAINING RESOURCES (PBU,SU,KU)
 870  520  84
```

These numbers are from Team 2's Group Strategy Sheet above.

```
 PBU RES. TO BE USED? 190

 PBU  X  PBU ? 90
 PBU  X  SU ? 10
 PBU  X  KU ? 5

 SU RES. TO BE USED? 120

 SU  X  PBU ? 300
 SU  X  SU ? 40
 SU  X  KU ? 10

 KU RES. TO BE USED? 31

 KU  X  PBU ? 100
 KU  X  SU ? 32
 KU  X  KU ? 5
```

Decision for Round 1- It is fairly easy to get a proposal considered. The City Council will agree to consider a proposal whenever Team 1, the Pro team, wins in any one of the five significant categories.

```
CITY COUNCIL CAN'T ACCEPT PROPOSAL. TRY ANOTHER STRATEGY.
REMAIN IN ROUND 1
STRATEGY QUALITY POINTS=-490
ANOTHER RUN(YES=1,NO=0)? 1
```

Strategy Quality Points- The computer arrives at this number by calculating how much each of the five categories was won by. The negative number (-490) indicates that Team 2 (Con) has quantitatively done better than Team 1. A positive number would indicate that Team 1 is ahead quantitatively. The Strategy Quality Points become crucial in the third round.

Replaying Round 1- Because Team 1 has failed to win in any of the categories, the computer has directed the teams to play Round 1 a second time. Round 1 can be played over and over again until Team 1 gets the City Council to agree to consider the proposal or until it runs out of resource units.

```
ENTER ISSUE NUMBER ? 1
ENTER ROUND? 1

TEAM 1 (PRO)
REMAINING RESOURCES (PBU,SU,KU)
 820  310  57

 PBU RES. TO BE USED? 220

 PBU  X  PBU ? 50
 PBU  X  SU ? 14
 PBU  X  KU ? 10

 SU RES. TO BE USED? 150

 SU  X  PBU ? 250
 SU  X  SU ? 50
 SU  X  KU ? 25

 KU RES. TO BE USED? 30

 KU  X  PBU ? 100
 KU  X  SU ? 20
 KU  X  KU ? 10
```

```
TEAM 2 (CON)
REMAINING RESOURCES (PBU,SU,KU)
 680  400  53

 PBU RES. TO BE USED? 250

 PBU  X  PBU ? 100
 PBU  X  SU ? 20
 PBU  X  KU ? 5

 SU RES. TO BE USED? 170

 SU  X  PBU ? 250
 SU  X  SU ? 20
 SU  X  KU ? 50

 KU RES. TO BE USED? 23

 KU  X  PBU ? 130
 KU  X  SU ? 10
 KU  X  KU ? 5
```

```
CITY COUNCIL WILL CONSIDER DEMAND.
PROCEED TO ROUND 2
STRATEGY QUALITY POINTS=-60
ANOTHER RUN(YES=1,NO=0)? 0
RES. GROUP 1        RES. GROUP 2
 600  160  27        430  230  30
END OF ROUND  1
```

This time Team 1 won in at least 1 of the five significant categories and the game moves to Round 2.

Since the second and subsequent rounds will be played on different days, it will be necessary to input the remaining resource units at the beginning of each of these rounds. (The issue number, round number, and Strategy Quality Points must always be entered at the beginning of a round, whether play is continuous or not.)

The Issue Orientation for Round 2 and for the remaining rounds, is support (#2).

```
ENTER ISSUE NUMBER ? 2
ENTER ROUND? 2
INPUT PREVIOUS STRATEGY QUALITY POINTS? -60


TEAM 1 (PRO)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 600,160,27
```

```
TEAM 2 (CON)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 430,230,30


TEAM 1 (PRO)
REMAINING RESOURCES (PBU,SU,KU)
 600   160   27

 PBU RES. TO BE USED? 275

 PBU   X  PBU ? 25
 PBU   X  SU  ? 40
 PBU   X  KU  ? 5

 SU RES. TO BE USED? 80

 SU   X   PBU ? 75
 SU   X   SU ? 25
 SU   X   KU ? 20

 KU RES. TO BE USED? 14

 KU   X   PBU ? 0
 KU   X   SU ? 28
 KU   X   KU ? 0


TEAM 2 (CON)
REMAINING RESOURCES (PBU,SU,KU)
 430   230   30

 PBU RES. TO BE USED? 200

 PBU   X  PBU ? 20
 PBU   X   SU ? 30
 PBU   X  KU ? 3

 SU RES. TO BE USED? 120

 SU   X   PBU ? 350
 SU   X   SU ? 20
 SU   X   KU ? 15

 KU RES. TO BE USED? 10

 KU   X   PBU ? 50
 KU   X   SU ? 6
 KU   X   KU ? 2
```

```
THE CITY COUNCIL IS CONSIDERING THE PROPOSAL UNFAVORABLY.
PROCEED TO ROUND 3
STRATEGY QUALITY POINTS=-100
ANOTHER RUN(YES=1,NO=0)? 0
RES. GROUP 1         RES. GROUP 2
 325   80   13        230   110   20
END OF ROUND  2
```

Decision for Round 2-The printout that the City Council is considering the proposal unfavorably shows that Team 1 has failed to w in more significant categories than Team 2. The negative Strategy Quality Points (-100) indicates that, at this point, Team 2 is also doing better quantitatively.

```
ENTER ISSUE NUMBER ? 2
ENTER ROUND? 3
INPUT PREVIOUS STRATEGY QUALITY POINTS? -100

TEAM 1 (PRO)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 325,80,13
```

Remaining Resource Units- Each team should use all of its remaining resource units in Round 3. Even if a fourth round is required, the teams will get back all the resources they used in Round 3.

```
TEAM 2 (CON)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 230,110,20




TEAM 1 (PRO)
REMAINING RESOURCES (PBU,SU,KU)
 325   80   13

 PBU RES. TO BE USED? 325

 PBU   X   PBU ? 25
 PBU   X    SU ? 60

 PBU   X    KU ? 0

 SU RES. TO BE USED? 80

 SU   X   PBU ? 200
 SU   X    SU ? 30
 SU   X    KU ? 5

 KU RES. TO BE USED? 13

 KU   X   PBU ? 0
 KU   X    SU ? 26
 KU   X    KU ? 0
```

```
TEAM 2 (CON)
REMAINING RESOURCES (PBU,SU,KU)
 230   110   20

 PBU RES. TO BE USED? 230

 PBU   X   PBU ? 200
 PBU   X    SU ? 0
 PBU   X    KU ? 3

 SU RES. TO BE USED? 110

 SU   X   PBU ? 75
 SU   X    SU ? 35
 SU   X    KU ? 30

 KU RES. TO BE USED? 20

 KU   X   PBU ? 50
 KU   X    SU ? 20
 KU   X    KU ? 5
```

```
THE CITY COUNCIL HAS POSTPONED ITS DECISION.
PROCEED TO ROUND 4
STRATEGY QUALITY POINTS= 80
ANOTHER RUN(YES=1,NO=0)? 0
RES. GROUP 1          RES. GROUP 2
 325   80   13        230   110   20
END OF ROUND  3
```

Decision for Round 3- The printout indicates that one team (Team 2) has won more of the significant categories, while the other team (Team 1) has a larger number of Strategy Quality Points. In this case, proceed to Round 4.

Round 4- Essentially Round 4 is a replaying of Round 3 with one significant difference: Strategy Quality Points are not counted in this round. There must be a winner, and the winning team is the one that wins the most significant categories.

```
ENTER ISSUE NUMBER ? 2
ENTER ROUND? 4

TEAM 1 (PRO)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 325,80,13

TEAM 2 (CON)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 230,110,20
```

```
TEAM 1 (PRO)
REMAINING RESOURCES (PBU,SU,KU)
 325  80  13

 PBU RES. TO BE USED? 325

 PBU  X  PBU ? 35
 PBU  X   SU ? 50
 PBU  X  KU ? 4

 SU RES. TO BE USED? 80

 SU  X  PBU ? 50
 SU  X   SU ? 40
 SU  X  KU ? 6
TOTAL DOES NOT MATCH SUM OF INPUTS
 SU RES. TO BE USED? 80

 SU  X  PBU ? 50
 SU  X   SU ? 40
 SU  X  KU ? 15

 KU RES. TO BE USED? 13

 KU  X  PBU ? 0
 KU  X   SU ? 26
 KU  X  KU ? 0
```

Incorrect Number of Resource Units
Here, Team 1 did not use the correct number in the support unit category SU X KU. In such cases the computer asks that the whole support section be redone. (Often the mistake occurs in converting the units.) You will have to make the correction and input the four figures again.

```
 TEAM 2 (CON)
 REMAINING RESOURCES (PBU,SU,KU)
  230  110  20

  PBU RES. TO BE USED? 230

  PBU  X  PBU ? 200
  PBU  X  SU ? 0
  PBU  X  KU ? 3

  SU RES. TO BE USED? 110

  SU  X  PBU ? 25
  SU  X  SU ? 5
  SU  X  KU ? 50

  KU RES. TO BE USED? 20

  KU  X  PBU ? 100
  KU  X   SU ? 0
  KU  X  KU ? 10
```

Decision for Round 4- Round 4 is programmed so that there must be a decision. Either Team 1 wins in most of the significant categories and the proposal is approved or it does not and the proposal is rejected.

```
 THE CITY COUNCIL HAS APPROVED THE PROPOSAL.
```

RUN 2

```
ENTER ISSUE NUMBER ? 3
ENTER ROUND? 1
```

Knowledge (#3) will be the issue orientation throughout this run.

```
TEAM 1 (PRO)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 1100,450,100




TEAM 2 (CON)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 1300,600,100






TEAM 1 (PRO)
REMAINING RESOURCES (PBU,SU,KU)
 1100   450   100

 PBU RES. TO BE USED? 400

 PBU   X   PBU ? 100
 PBU   X   SU ? 20
 PBU   X   KU ? 20

 SU RES. TO BE USED? 100

 SU   X   PBU ? 125
 SU   X   SU ? 25
 SU   X   KU ? 25

 KU RES. TO BE USED? 40

 KU   X   PBU ? 100
 KU   X   SU ? 20
 KU   X   KU ? 20
```

```
TEAM 2 (CON)
REMAINING RESOURCES (PBU,SU,KU)
 1300   600   100

 PBU RES. TO BE USED? 400

 PBU  X  PBU ? 0
 PBU  X   SU ? 0
 PBU  X   KU ? 40

 SU RES. TO BE USED? 100

 SU  X  PBU ? 0
 SU  X   SU ? 0
 SU  X   KU ? 50

 KU RES. TO BE USED? 40

 KU  X  PBU ? 0
 KU  X   SU ? 40
 KU  X   KU ? 20
```

```
CITY COUNCIL WILL CONSIDER DEMAND.
PROCEED TO ROUND 2
STRATEGY QUALITY POINTS=-450
ANOTHER RUN(YES=1,NO=0)? 0
RES. GROUP 1        RES. GROUP 2
 700   350   60       900   500   60
END OF ROUND  1
```

```
ENTER ISSUE NUMBER ? 3
ENTER ROUND? 2
INPUT PREVIOUS STRATEGY QUALITY POINTS? -450
```

```
TEAM 1 (PRO)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 700,350,60
```

```
TEAM 2 (CON)
TOTAL RES.;PUBLICITY(PBU),SUPPORT(SU),KNOWLEDGE(KU)? 900,500,60




TEAM 1 (PRO)
REMAINING RESOURCES (PBU,SU,KU)
 700   350   60

 PBU RES. TO BE USED? 300

 PBU   X   PBU ? 0
 PBU   X   SU ? 0
 PBU   X   KU ? 30

 SU RES. TO BE USED? 200

 SU   X   PBU ? 0
 SU   X   SU ? 0
 SU   X   KU ? 100

 KU RES. TO BE USED? 20

 KU   X   PBU ? 50
 KU   X   SU ? 20
 KU   X   KU ? 5



TEAM 2 (CON)
REMAINING RESOURCES (PBU,SU,KU)
 900   500   60

 PBU RES. TO BE USED? 500

 PBU   X   PBU ? 200
 PBU   X   SU ? 60
 PBU   X   KU ? 0

 SU RES. TO BE USED? 300

 SU   X   PBU ? 750
 SU   X   SU ? 150
 SU   X   KU ? 0

 KU RES. TO BE USED? 30

 KU   X   PBU ? 150
 KU   X   SU ? 30
 KU   X   KU ?, 0
```

```
THE CITY COUNCIL IS CONSIDERING THE PROPOSAL FAVORABLY.
PROCEED TO ROUND 3
STRATEGY QUALITY POINTS= 750
ANOTHER RUN(YES=1,NO=0)? 1
```

The Printout indicates that Team 1 has won in more significant categories than Team 2. The large positive number of Strategy Quality Points would also indicate that team 1 is using the correct strategy.

```
ENTER ISSUE NUMBER ? 3
ENTER ROUND? 3
INPUT PREVIOUS STRATEGY QUALITY POINTS? 750

TEAM 1 (PRO)
REMAINING RESOURCES (PBU,SU,KU)
 400   150   40

 PBU RES. TO BE USED? 400

 PBU   X   PBU ? 100
 PBU   X    SU ? 20
 PBU   X    KU ? 20

 SU RES. TO BE USED? 150

 SU   X   PBU ? 250
 SU   X   SU ? 50
 SU   X   KU ? 25

 KU RES. TO BE USED? 50
 KU RES. TO BE USED? 40

 KU   X   PBU ? 0
 KU   X    SU ? 50
 KU   X    KU ? 20
TOTAL DOES NOT MATCH SUM OF INPUTS
 KU RES. TO BE USED? 40

 KU   X   PBU ? 0
 KU   X    SU ? 40
 KU   X    KU ? 20
```

Incorrect Number of Resource Units

Here, Team 1 tried to use more KU resources than it had to begin with. In such cases, the computer will repeat the question until the proper number of resource units is inputted.

The error made in converting units in the KU X SU category required that the numbers in the knowledge category be inputted again.

```
TEAM 2 (CON)
REMAINING RESOURCES (PBU,SU,KU)
 400   200   30

 PBU RES. TO BE USED? 400

 PBU   X   PBU ? 50
 PBU   X   SU ? 10
 PBU   X   KU ? 30

 SU RES. TO BE USED? 200

 SU   X   PBU ? 250
 SU   X   SU ? 50
 SU   X   KU ? 50

 KU RES. TO BE USED? 30

 KU   X   PBU ? 10
 KU   X   SU ? 20
 KU   X   KU ? 19




THE CITY COUNCIL HAS APPROVED THE PROPOSAL.
```

<u>Decision for Round 3</u>- The printout indicates that Team 1 has won more of the significant categories and has a positive number of Strategy Quality Points. If Team 2 wins more of the significant categories with a negative number of strategy points, the computer prints out "The City Council has rejected the proposal."